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**Program Description/Textbook or Print Instructional Material**

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<b>Vendor:</b>	<b>Glencoe/McGraw-Hill</b>	<b>Web Address:</b>	<b>http://www.glencoe.com</b>
<b>Title:</b>	<b>TECHNOLOGY INTERACTIONS</b>		
<b>Author:</b>	<b>Harms, Swernofsky</b>	<b>Copyright:</b>	<b>2003</b>
<b>ISBN:</b>	<b>0078297265</b>	<b>Course/Content Area:</b>	<b>EXPLORING INDUSTRIAL TECH</b>
<b>Intended Grade or Level:</b>	<b>6-8</b>	<b>Readability Level:</b>	<b>6 Fry</b>
<b>List Price:</b>	<b>N/A</b>	<b>Lowest Wholesale Price:</b>	<b>36.48</b>

Level of Accommodations (Level One, Two or Three)

If Level Two or Three, please provide rationale for not meeting Level One Compliance: The cost of compliance at any level is too high given the low enrollment in this curriculum area.

**FEATURES\***

**\*DISCLAIMER:** The features of each book or program were developed by the publisher and do not reflect the opinion of the State Textbook/Instructional Materials Review Team, State Textbook Commission, or the Kentucky Department of Education.

**Content**

*Technology Interactions* is a comprehensive introduction to technology. Students will learn how technology works in our lives, about design and problem-solving and how it relates to communication, production, power, bio-related, control and integrated technologies. Students will be actively involved in hands-on Explore Activities. The chapters of Technology Interactions are correlated to the 20 most popularly used technology modules available from companies like Lab Volt, Synergistic Systems and CHEC Systems, Division of Depco. *Technology Interactions* may also be used as a stand-alone book not dependent on the modules.

**Student Experiences**

Students will be actively engaged using design and problem-solving skills in two Explore Activities and one Apply Activity per chapter. Students will relate technology to our everyday life in the feature titled Technology and Society. They learn of careers that depend upon technology like computer animation, robotics, recycling and weather. The easy-to-read content and colorful illustrations that reinforce the reading make this book a valuable learning tool for all students.

**Assessment**

Students may self-assess their own learning when they perform Explore Activities, and again when they answer end-of-chapter Review, Check Your Facts and Critical Thinking questions. Teacher can assess students individually and as they work in cooperative groups doing Applying What You Have Learned Activities, as well as with Chapter tests in the Teacher Resource Guide. ExamView® computerized test generator located on the Teacher Productivity CD-ROM provides tests that teacher may customize.

**Organization**

The 7 Sections of Technology Interactions are divided into 22 Chapters, each chapter correlated to the most popularly used modules used in the technology classroom. Two Explore Activities and one Apply Activity per Chapter offer opportunity for students to apply learned skills. Each Chapter ends with a Career related to that Chapter's area of technology.

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### Resource Materials

- **Gratis Items To Be Provided And Under What Conditions**

Free, 1 Per Teacher: Teacher Resource Guide, Teacher Productivity CD-ROM

- **Available Ancillary Materials**

All Items Listed Above as Gratis Items

### **RESEARCH DATA/EVIDENCE OF EFFECTIVENESS\*\***

**\*\*DISCLAIMER:** The Research Data/Evidence of Effectiveness was provided by the publisher and do not reflect the opinion of the State Textbook/Instructional Materials Review Team, State Textbook Commission, or the Kentucky Department of Education.

#### Research Data

During the planning and development stages of *Technology Interactions*, a national survey was sent to 1000 technology teachers across the Nation to determine the need for a text program correlated to modules, and to further determine which modules were the most frequently used in the technology classroom. The results of this survey, input from various module vendors, and information acquired in a tour of modular technology classrooms, all helped determine the 20 modules in this program. Each Chapter has been reviewed for technical accuracy, all the hands-on activities have been used in the classroom.



# Group V - Career/Technical Vocational/Practical Living Education Instructional Materials Evaluation Tool Technology Education



<b>Title:</b> Technology Interactions \$36.48			
<b>Publisher:</b> Glencoe McGraw-Hill			
<b>Item Evaluated:</b> Text/Teacher Resource Guide/CD-ROM			
<b>Copyright Date:</b> 2003		<b>Evaluator:</b> Kay Turner	
<b>Content Level:</b> 6-8		<b>Date of Evaluation</b> 7/28/03	
<b>Level of Alternative Format</b>	Level 1 – Full Compliance	Level 2 – Provisional Compliance	Level 3 – Marginal Compliance
This section completed by Exceptional Children Services			

## Overall Strengths and/or Weaknesses

**Disclaimer:** Comments on the strengths and/or weaknesses of each book, material or program were written by members of the State Textbook/Instructional Materials Review Team and reflect their opinions . They do not reflect the opinions of the State Textbook Commission nor the Kentucky Department of Education. In addition, the State Textbook/ Instructional Materials Review Team completed each evaluation form during the week of July 28-Aug. 1, 2003. In order to maintain the integrity of the of the review team's comments, editing was limited to spelling and punctuation.

Recommendations:
<input checked="" type="checkbox"/> Recommended by reviewers to State Textbook Commission
<input type="checkbox"/> Not recommended by reviewers to State Textbook Commission

**Publisher's Explanation of Reviewer's Comments:** By action of the State Textbook Commission, publishers are provided limited space, 150 words, to respond to what they may consider factual errors made by the reviewers in the evaluation.



**Group V - Career/Technical  
Vocational/Practical Living Education  
Instructional Materials Evaluation Tool  
Technology Education**



<b>Title: Technology Interactions</b>		<b>Publisher Glencoe McGraw-Hill</b>
Technology Management Summary Data:	20 possible points	__12__ points earned
Technology Management Comments:		
Technology Presentation/Interface Summary Data:	40 possible points	__37__ points earned
Technology Presentation/Interface Comments:		
Content Summary Data:	20 possible points	__18__ points earned
Content Comments:		
Instruction & Management Summary Data	52 possible points	__46__ points earned
Instruction & Management Comments:		
Organization & Structure Summary Data	36 possible points	__32__ points earned
Organization & Structure Comments:		
Resource Material Summary Data	40 possible points	__25__ points earned
Resource Material Comments:		



# Group V - Career /Technical & Vocational/Practical Living

## Electronic Instructional Media Review Form

### Stand Alone/Independent or Integrated Software for Technology Education



Equipment (circle or change fill color)	Grade Level (circle or change fill color)	Audience (circle or change fill color)	Format (circle or change fill color)	Cost _____	
Windows	Primary	Individual	Stand Alone/Independent	___x___ single copy	_____ site license
Macintosh	Intermediate		Integrated	_____ network version	_____ school version
CD-ROM	Middle		Supplemental	___lab pack of ___ copies	_____ online
DVD	High	Small Group	In lieu of basal test		
Sound		Large Group			
Other					

If other, explain

Type of Software: Check all that apply	_____ Simulation	___x___ Management	_____ Interdisciplinary	___x___ Problem Solving	_____ Tutorial
___x___ Exploratory	_____ Creativity	___x___ Drill and Practice	___x___ Critical Thinking	_____ Utility	_____ Other:

Rating Scale:	3—Some of the time	1—None of the time
4—All or the time	2—Minimally	0— Not applicable

Management	Rating
Allows customizing for individual learning needs.	4
Allows students to exit and resume at a later time.	0
Keeps a students performance record, where needed.	0
Allows control of various aspects of the software (e.g., turning sound off).	4
Allows for printed reports.	4
Comments:	<b>Total 12</b>

Presentation/Interface	Rating
Presents material in an organized manner.	4
Has consistent, easy-to-use, on-screen instructions.	4
Has developmentally correct presentation format.	4
Adapts to different learning environments (learning styles/multiple intelligences, etc.)	3
Accessible for special needs students.	3
Runs smoothly, without long delays.	3
Presents easy-to-view text and graphics.	4
Presents easy-to-hear and understand sounds.	4
Avoids unnecessary screens, sounds, and graphics.	4
Provides immediate, appropriate feedback.	<b>4</b>
Comments:	<b>Total 37</b>

Content—Technology Education	Rating
Nature of Technology	4
Technology and Society	4
Design	3
Abilities for a Technological World	3
The Design World	4
Comments:	<b>Total 18</b>

Rating Scale:	2—Minimally
4—All or the time	1—None of the time
3—Some of the time	0— Not applicable

Instruction and Assessment	Rating
Identifies a Sense of Purpose	4
Builds on Student Ideals	4
Engages Students	4
Develops Technology Ideas	4
Promotes Student Thinking	4
Assesses Student Progress	4
Enhances The Learning Environment	4
Reading level is appropriate for interest and ability level of intended student group; level remains consistent throughout.	4
Commonwealth Accountability Testing System (CATS) “like” Assessment is provided	2
Variety of Assessments (diagnostic, formative, summative, open response, multiple choice, individual, small group, oral, demonstrations, presentations, self and peer performance, portfolio prompts) is included.	3
Includes activities and opportunities for integration of technology.	2
Reflects researched-based practices (e.g. hands-on activities, technology, problem-solving situations)	4
Differentiation techniques and activities suggested.	3
Comments:	<b>Total 46</b>

<b>Rating Scale:</b>	3 – Some potential for learning	1 - Not present
4 – High potential for learning	2 – Little potential for learning	0 – Not applicable

Organization and Structure	Rating
Organization is logical and allows for spiraling of content.	3
Vocabulary and key terms are clearly defined and easily accessible within each lesson.	4
Visual illustrations (e.g. graphs, charts, models) and examples are clearly presented and content-related.	4
Illustrations and language reflect diversity (e.g. racial, ethnic, cultural, age, gender, disabilities).	3
Legible type, length of lines, spacing, and page layout and width of margins contribute to overall appearance and use.	4
Student materials seem durable and conducive to daily use.	3
Includes sufficient glossary, index and appendices.	4
Employs accurate grammar and spelling	4
Organization of material can be effectively used with Standards Based Units, Core Content and Program of Studies.	3
Comments:	<b>Total 32</b>

Resource Materials	Rating
Teacher materials coordinate easily with student materials (e.g. additional resources included at point of need, student pages shown, integration of technology indicated)	4
Activities are included that adapt to the various learning styles, intelligences, and interest/ability levels.	3
Extension activities including adaptations and accommodations for students with special needs.	2
Resources provide objectives, background information, common student errors, hints, advice for lesson implementation and real-world connections, connections with career and/technology and references (e.g. solution manuals, study guides)	3
Suggestions are made for integration of themes and /or interdisciplinary instruction.	3
Integration opportunities suggested and examples given.	2
Teacher resources are available online.	4
Online resources available – Repeat of information in text.	0
Online resources available – Practice skills only.	0
Online resources available – New application materials.	4
Comments:	<b>Total 25</b>

Rating Scale:	
4—All or the time	2—Minimally
3—Some of the time	1—None of the time
	0— Not applicable